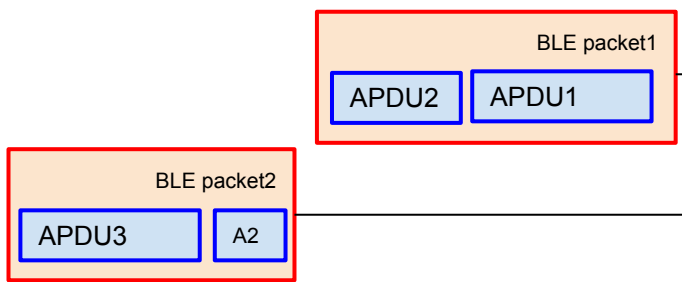
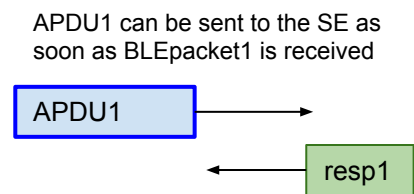


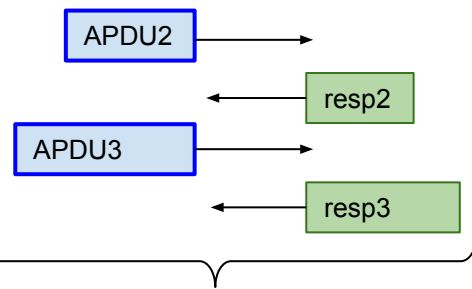
1. Fidesmo Server sends an ordered sequence of APDUs. It is only interested on the result of the last one (APDU3). They have different lengths.



2. The client formats the sequence using MessagePack and splits it in fragments that fit in a BLE packets (total size of the write characteristic: 512 bytes)



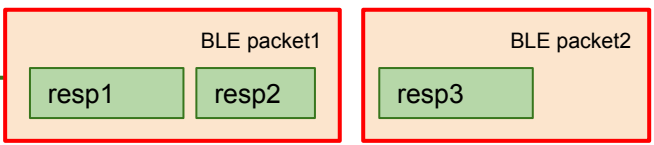
APDU2 and APDU3 have to wait until BLE packet2 is received



3. The BLE Controller extracts the APDU commands and sends them to the SE in correct order. When the last one has been sent, it notifies the client that it should retrieve the responses. Responses are typically much smaller than commands.

4. Notification: APDU response is ready

5. Read response characteristic



The BLE Controller does not need to wait until it receives all the BLE packets containing all the APDUs in the sequence. As soon as it receives a complete APDU, it can send it to the SE. This way, a CAP file larger than 40 kB can be sent: it does not need to be temporarily stored in the BLE Controller's memory. We need to define a data structure for the APDU sequence so that the BLE Controller can know how many APDUs to expect, and the length of each, so it can forward them to the SE without having to wait for all the packets. Example: (we can define a similar structure to transmit responses)

Number of APDUs	Size of APDU#1	APDU#1	Size of APDU#2	APDU#2	Size of APDU#3	APDU#3
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